

WHAT IS CLAIMED IS:

1. A story branching control method for a video game whose content of the story is branched in accordance with a 5 player's instruction, comprising the steps of:

providing a branching point on a way of a flow of the story;

receiving a search instructing input;

10 searching for the branching point for a predetermined period of time from the search instructing input;

comparing the branching point with the point of the search instructing input; and

determining a branch destination in accordance with the result of the comparing.

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2. The story branching control method according to claim 1, further comprising the step of:

setting a predetermined variant value for use in a determination of the branch destination in accordance with 20 the result of the comparing.

3. The story branching control method according to claim 2, further comprising the steps of:

counting the number of the comparing; and

25 setting a value of the counting as the predetermined variant value.

4. The story branching control method according to claim 2, further comprising the step of:

determining the branch destination in accordance with

5 the predetermined variant value.

5. The story branching control method according to claim 4, further comprising the step of:

determining the branch destination in accordance with

10 the variant value set by an initial value of a predetermined variant or by the result of the comparing, when the branching point to have been reached is detected by the flow of story within a period excluding the predetermined period of time.

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6. The story branching control method according to claim 1, further comprising the step of:

setting a predetermined flag in accordance with the result of the comparing.

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7. The story branching control method according to claim 6, further comprising the step of:

determining the branch destination in accordance with the predetermined flag.

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8. The story branching control method according to claim

1, further comprising the step of:

generating a predetermined search notification signal for notifying the search being made, simply within the predetermined period of time from the search

5 instructing input.

9. The story branching control method according to claim 1, further comprising the step of:

generating, when the branching point to have been passed is detected by the flow of information within a period excluding the predetermined period of time, a predetermined pass notification signal for notifying the branching point to have been passed.

15 10. The story branching control method according to claim 9, further comprising the step of:

generating the predetermined pass notification signal, simply when the branching point to have been passed is a predetermined one of whole branching points set on 20 the way of the flow of story.

11. A story branching control method for a video game whose content of the story is branched in accordance with a player's instruction, comprising the steps of:

25 providing a branching point in a flow of story; and determining a branch destination in accordance with

a predetermined variant value, when having reached the branching point by the flow of story.

12. A notification signal generating method for a video game whose content of the story is branched in accordance with a player's instruction, comprising the steps of:

providing a branching point in a flow of story; and generating, when having passed the branching point by the flow of story, a predetermined pass notification signal notifying the branching point to have been passed.

13. The notification signal generating method according to claim 12, further comprising the step of:

generating the predetermined pass notification signal, simply when the branching point to have been passed is a predetermined one of whole branching points set on a way of the flow of story.

14. A program executing apparatus for executing processing program whose content of the story is branched in accordance with a player's instruction, comprising:

search instructing input detecting means for detecting an input of an search instructing input by a user; searching means for searching for a branching point provided on a way of a flow of story, for a predetermined period of time from the search instructing input;

comparing means for comparing the branching point with the point of the search instructing input; and

branch destination determining means for determining a branch destination in accordance with the result of the
5 comparing.

15. A recording medium having recorded therein a processing program whose content of the story is branched in accordance with a player's instruction, the video program comprising and making a computer execute the steps of:

detecting an input of a search instructing input by a user;

15 searching for a branching point provided on a way of a flow of story, for a predetermined period of time from the search instructing input;

comparing the branching point with the point of the search instructing input; and

determining a branch destination in accordance with
20 the result of the comparing.

16. A processing program whose content of the story is branched in accordance with a player's instruction, comprising and making a computer execute the steps of:

25 detecting an input of a search instructing input by a user;

searching for a branching point provided on a way of a flow of story, for a predetermined period of time from the search instructing input;

comparing the branching point with the point of the
5 search instructing input; and

determining a branch destination in accordance with the result of the comparing.

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